



# **FEAR's Renewal: Reflecting on the Past, Overcoming Challenges, and Rebuilding for the Future**

**Greetings everyone,**

**First and foremost, I extend my deepest gratitude for your unwavering support over the past 14 years. Your dedication and passion for FEAR have been truly remarkable, and I am profoundly thankful for each one of you.**

**I want to assure you that this is not the end of FEAR but rather an opportunity to rebuild our group from the ground up. Before delving into my future plans, I would like to reflect on our past and how we have overcome challenges as a clan.**

The year of 2018-2019 was particularly difficult for us. We faced significant hurdles, including a lack of new technology, a decline in recruitment, and many of our allies encountering hardships. During this time, I considered placing FEAR in a hibernated state.

Dawn of Aurora was conceived as our last hope to rejuvenate FEAR and our community. The project commenced in 2018 and was launched in May 2020.

The initial response was overwhelmingly positive, with rapid growth and success. However, a few months post-launch, our primary programmer for Dawn of Aurora unexpectedly resigned, halting the game's development.

For several months, we endeavored to keep the game alive without a dedicated programmer, relying solely on content and event updates. We subsequently hired three scripters over a year and a half, all of whom eventually resigned due to difficulties in understanding the custom framework coded by DataBrain.

DataBrain's custom framework posed a significant challenge, as he was the sole individual capable of comprehending and working with it. The absence of documentation made it impossible for other programmers to adapt. This left us unable to progress with the game's development, only managing to add content updates.

Furthermore, Dawn of Aurora is plagued with substantial data build-up issues, leading to server lag and crashes. Despite numerous advertisements and sponsorships, the game inevitably crashes due to data accumulation. It is akin to pouring water into a bucket riddled with holes.

To truly advance Dawn of Aurora, a complete re-coding from scratch is required, necessitating an elite-level programmer. Unfortunately, despite our best efforts, we were unable to find the right programmer

for the job. This challenge has underscored the importance of having a dedicated and highly skilled team to navigate the complexities of game development.

Amid these challenges, my brother had an incredible opportunity in late 2021, where it seemed possible to get proper funding for Dawn of Aurora to continue building the project with a full team of developers. However, after many discussions, he realized that the deal would not work out as they would want full ownership of the experience. This meant losing control of the group we built for years, so we, of course, declined that offer.

My brother was later presented with an extraordinary opportunity from the same company to work on an officially branded Sonic the Hedgehog experience. Not only was he involved in creating a Sonic game, but he was also appointed as the Lead Creative Producer for Sonic Speed Simulator, allowing him to guide the team and shape the project's direction.

Recognizing this as a once-in-a-lifetime opportunity, he joined Gamefam with the expectation of having at least a year to develop the project. However, he was tasked with delivering the project within three months to coincide with the movie release. As a devoted Sonic fan, he worked tirelessly to meet this deadline.

His dedication paid off, with the game achieving a record of 275,000 concurrent players a week after launch. The game's success continued to grow, with the company demanding weekly updates, which required substantial time and energy.

The team often worked until 3 AM on launch nights to ensure stability, creating a highly stressful work environment for over a year. Despite these challenges, he advanced significantly within the company,

contributing to various branded experiences including Sonic, Spongebob, Barbie, Teenage Mutant Ninja Turtles, and more.

Despite his commitment to Gamefam, he never lost sight of FEAR. However, the demands of his role left him with little time or energy to contribute to FEAR, as it required his full attention and focus.

This situation also impacted me greatly, halting updates on Dawn of Aurora and delaying pre-planned projects. My hands were tied, and I foresaw a significant decline, which we are currently facing. In 2022, I had internal discussions about putting the group into hibernation due to the lack of development progress. However, I decided not to go through with it because I still saw positive signs within our clan community, particularly with the events we were hosting. These events demonstrated the resilience and dedication of our members, giving me hope that we could overcome these challenges together despite the lack of technological progress.

I want to emphasize: that this is not the end of FEAR but a temporary suspension of clan-related operations. We are essentially placing the group under construction to address critical areas. I urge you not to be discouraged by this decision.

Consider this a renewal, a reboot of FEAR. This decision should not prevent anyone who wishes to host events, training sessions, raids, game nights, etc., from doing so. We remain a community.

My plan is to rebuild from the ground up, starting with our infrastructure. Once we can resume work on FEAR projects, my initial goal is to create a new mainstream game that appeals to the broader Roblox audience. This will facilitate recruitment and fund our other planned, yet unannounced, projects.

I am confident that once this is achieved, everything else will fall into place. Our main issues stem from a lack of funding and a steady recruitment flow. By creating a new mainstream game that appeals to the general Roblox audience, we can attract new members and generate the necessary revenue to support our projects. Addressing these core issues will enable us to build a stronger foundation for FEAR, ensuring sustainable growth and development for the future.

Recently, Shadow received a job offer from another company, which could allow him to work on original titles with fewer constraints. Although details are not yet finalized, we expect to know more in the coming weeks. If this offer is accepted, we will finally be able to work on FEAR-related projects during his off-time.

I cannot provide a definitive timeline for the completion of this project, but I will keep you all informed of any major announcements. I hope to have a roadmap by later this year, if everything goes according to plan, to keep our vision clear for everyone. In the meantime, we plan to occasionally update Dawn of Aurora to keep the game fresh and engaging. Additionally, we are exploring the creation of User-Generated Content (UGC) for the group, which will allow us to bring new and exciting content to our community while also potentially generating additional revenue to support our ongoing projects.

Thank you once again for your support. This marks not an end but a new beginning for FEAR.

Hail Venezia!

- Commander of F.E.A.R, SONICTHEHEDGEHOGXX

